

IN THE SPECIFICATION:

Paragraph beginning at line 2 of page 1 has been amended as follows:

This invention relates to an information processing devices ~~device~~ such as mobile equipment including personal computers and portable telephones ~~where~~ of the type in which character keys for inputting characters are displayed on a display screen, and also relates to an information processing method ~~method~~, and a computer-readable storage medium storing a program for causing a computer to execute this method.

A1 [ Paragraph beginning at line 8 of page 1 has been amended as follows: ]

Conventionally, information communication made while on the move or to the outside has mainly ~~been~~ comprised voice information ~~passing~~ transmitted ~~via~~ over a public telephone line network. However, as portable information communication terminals such as laptop computers and palmtop computers have become more widespread, information input and communication using ~~characters~~ text or images has also become possible from anywhere. As such equipment has become smaller and lighter in weight, the providing of functions such as character input functions and functions for sending and receiving internet

mail in personal organizers or portable telephones has become more common.

Paragraph beginning at line 16 of page 2 has been amended as follows:

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There is, however, the problem that it is necessary to provide a large number of keys (at least 10 keys) in a method where each of a plurality of keys is made to correspond to each of the respective character groups of the 50 character Japanese syllabary, the 26 letter English alphabet, or the like, which causes the device to be large. Further, the operator has to search for which key corresponds to a desired character, and when a key is pressed incorrectly, keys have to be pressed a large number of times (four times or more) which makes the operation complex.

Paragraph beginning at line 19 of page 4 has been amended as follows:

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The above problem is even more striking for inputting numerals such as " " "o" and "~". Normally, these symbols are allotted to individual push-buttons as with kana, but the number of characters per button also becomes large as the types of symbols that can be inputted become large, and the same operation therefore has to be repeated by this number

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when erroneous operations are made. Even ~~is~~ if an erroneous operation is made, it is necessary to continue pressing the same button a few times to a few tens of times in order to input a single character.

Paragraph beginning at line 18 of page 19 has been amended as follows:

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Next, a description is given of the functional configuration of the information processing device 101 according to the embodiment 1. FIG. 4 is a block diagram functionally showing a configuration of the information processing device 101 of the embodiment 1. In FIG. 4, the information processing device 101 comprises a character type changing unit 401, a character group display unit 402, a left right direction indication input unit 402, a character group select unit 404, a memory section 405, an up down direction indicating input unit 406, a character selection unit 407, a deciding unit 408 and a clear unit 409. The character type changing unit 401 changes a selection of character type every time the character type select key 107 in FIG. 1 is pressed, and gives notification of the selected character type to the character group display unit 402 and the character group selection unit 404. In addition to Japanese hiragana characters and Japanese katakana characters, the character

type can be symbols such as "?" and "O", and alphabetic characters (for example, English, French, German, Russian, etc.). The characters can also be Korean or Arabic characters.

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The functions of the character type changing unit 401 can be implemented by the CPU 301, the ROM 302, the RAM 303 and the switch 304 shown in FIG. 3. The character group display unit 402 inputs information of some character groups belonging to that character type from the memory section 405, in response to a character type notified from the character type changing unit 401, and displays this information. For example, in the case of hiragana, the character groups are made up of each of the character groups for the 50 character japanese syllabary, and symbols, and characters "a", "ka" "sa" - "wa" and "symbol" representing each character group are displayed. Further, the cursor 105 is displayed at the position of the character group notified from the character group select unit 404, and characters notified from the character selection unit 407 are displayed inside the cursor 105 enlarged, emphasized, reversed, with half-tone dot meshing, or flashing, etc.

The functions of the character group display unit 402 can be implemented by the CPU 301, the ROM 302, the RAM 303 and the display 305 shown in FIG. 2. A plurality of character groups and characters are stored in advance in the

memory section 405. The functions of the memory section 405 can be implemented by storage media such as the ROM 302, the RAM 303 shown in Fig. 2 and a mechanism for controlling them. The character group selection unit 404 moves the cursor 105 in response to two, i.e. left and right, direction indications from the left and right direction indication input unit 403, selects one of the displayed character groups (overlaps the cursor 105 on the display of the character group), and notifies the character group display unit 402 and the character selection unit 407 of the selected character group. The functions of the character group selection unit 404 can be implemented by the CPU 301, the ROM 302 and the RAM 303 shown in FIG. 2. The left and right direction indication unit 403 is input with two, namely left and right, direction indications from an operator, and outputs the direction indications to the character group selection unit 404. The function of the left right direction indication input unit 403 can be implemented by the switch 304 (the left and right keys of the four-way controller 106 shown in FIG. 1) and the control mechanism described in FIG. 3. The up and down direction indication unit 406 is input with two, namely up and down, direction indications from an operator, and outputs the direction indications to the character selection unit 407. The function of the up and down direction indication input unit 406 can be implemented by the switch 304 (the up and down

keys of the four-way controller 106 shown in FIG. 1) and the control mechanism described in FIG. 3. In response to a character group notified from the character group selection unit 404 and two, namely up and down, direction indications from the up and down direction indication input unit 405, the character selection unit 407 selects ~~on~~ one character belonging to that character group, and notifies the selected character to the character group display unit 402 and the deciding unit 408.

AM The functions of the character selection unit 407 can be implemented by the CPU 301, the ROM 302, and the RAM 303 shown in FIG. 3. When a decide key (a key in the center of the four-way controller 106) is pressed, the deciding unit 408 decides characters notified from the character selection section, specifically characters displayed inside the cursor 105, as input characters, and additionally displays the decided characters on the input character display unit 103 shown in Fig. 1. The functions of the deciding unit 408 can be implemented by the CPU 301, the ROM 302, the RAM 303 and the switch 305 shown in FIG. 3. When the clear key 108 shown in Fig. 1 has been pressed, the clear unit 409 clears (deletes) the most recently input character. The functions of the clear unit 409 can be implemented by the CPU 301, the ROM 302, the RAM 303 and the switch 304 shown in FIG. 3. It is

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also possible to display a selection position by simply displaying selected characters in bold or emphasized style, without displaying the cursor 105.